

WHAT IS CLAIMED IS:

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1. A method of generating a computer generated animation, comprising the steps of:

- displaying an animation scene including a plurality of 3D objects;
- displaying an object selection screen for allowing a user to select one object currently displayed in said animation screen as a selected object;
- providing a video signal from a source external to the computer;
- displaying a video selection icon;
- if the user clicks the video selection icon
- texture mapping the video signal onto the selected object in the scene so that a texture-mapped video signal is displayed on the surface of the selected object.

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2. The method of claim 1 where said act of providing the video signal comprises the acts of:

- using a video camera to generate the video signal in real time.

3. The method of claim 1 further comprising:

- displaying a face template having facial feature indications and oriented and scaled to match a target object included in the animation, with the feature indications corresponding to similarly oriented regions on the target object;
- orienting a video signal image so that an image of a face is aligned with the face template and features of the face are overlaid by feature indications of the template;
- mapping features of the face aligned to feature indications of the template to corresponding regions of the target object.

4. The method of claim 1 or 3 further comprising the steps of:

- detecting selected events occurring during the playing of the video signal;
- altering the appearance of the texture-mapped video when a selected event is detected.

5. The method of claim 4 further comprising the act of:

- detecting a selected event in an audio signal being animated.

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6. The method of claim 4 further comprising the act of:

- detecting a selected event in the video signal being texture-mapped.

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1 7. The method of claim 6 where said act of detecting comprises the act
2 of:
3 detecting when the luminescence parameter of video signal passes a threshold.

1 8. The method of claim 4 where said act of altering the texture-mapped
2 video comprises the acts of:
3 altering an image parameter of the texture-mapped video.

1 9. The method of claim 4 where said act of altering the texture-mapped
2 video comprises the acts of:
3 altering a display palette for the texture-mapped video to cause the texture-
4 mapped video to appear blocky.

1 10. The method of claim 4 where said act of altering comprises the acts of:
2 altering the luminosity of selected areas of the texture-mapped video.

1 11. The method of claim 4 where said act of altering further comprises the
2 acts of:
3 elevating a first region of the texture-mapped video when a selected event is
4 detected;
5 depressing a second region of the texture-mapped video when a selected event
6 is detected.